Tools your child possibly will need at home:

- ❑ Deck of Cards 1-10 (included)
- ❑ Paper/Pencil
- ❑ At least one family member to play the games with!

Remote Learning Expectations for Math Intervention Class:

- Spend 20-30 minutes playing one of the games in this brochure that is at your math level!

Math Resources that are used in our classroom that you can do at home:

www.prodigy.com
Login:

https://login.i-ready.com/
Login:

www.coolmathgames.com
www. abcya.com

Remote Learning School Day Plan 2021-2022

Mrs. Bowers
Math Intervention
2-3
Menominee Tribal School

Have any questions or need help?
Contact me:

920-609-6313
bowersa@mitwmts.org

Addition/Subtraction Games

Close Call - Add/subtract from 100 - Ace = 1, Ten= 0. Shuffle the deck and deal each player 6 cards. Players then select 4 of the cards to create two 2-digit numbers. The object is to create two numbers that when added together come as close to 100 as possible, *without going over*. The player with the total closest to 100 wins the round and 1 point. In the event of a tie, each player receives a point. After playing 5 rounds, the player with the most points wins. Variation: You could also add the total from each round to calculate the total points. Then the player with the highest score wins. Or to practice subtraction instead, change the rules to subtract 2 numbers to get as close to zero as possible.

Around the Spiral- You'll need a pair of dice (or make number cards out of paper) for this math card game. Lay cards out randomly in a spiral formation as shown, and set a marker for each player on the most center card. Player one rolls the dice then moves their piece with the number of spaces shown. They then must multiply the card number by the number on the dice. If they get the answer correct, they stay where they are. If not, they return to their original card. Play continues until one player reaches the end..

Race to 100- Flip a card and add its value to your running total. First person to reach 100 without going over wins! (Can add these values for older kids: Jack-11, Queen-12, King-13, Ace-0.) Can work backwards from 100 to do subtracting!

War- Traditional war but you need to add or subtract the values to win the cards. The person with the most cards wins!

Once through the Deck- Shuffle the deck and place it face down on the table in front of you. Flip the cards face up, one at a time. For each card, say out loud the sum (or product) of that number plus (or times) the number you want to practice. Say the equation and answer. For example if the number I want to add is 2, I would flip a card and if it was a 5, I would add 2+5 and say 7. Then, go to the next card. If I flip a 9, I would add 2+9 and say 11. Go through the deck as fast as you can, (you can even time it and try to beat your or a family member's score)! *For subtraction you would have to do the bigger number first whether it is the number you think of or the card you flip.

Break at 36- The objective of the game is to add until you get to the total of 36 (or any other number of your choice!). Deal all the cards equally between the players. All aces are worth 1 and tens are worth 0. The first player picks a card and places it in the center. The next player places a card on top of the first card and calls out the total sum of both the cards.The game continues till the total of 36 or above is reached. The player who puts the last card that takes the sum to 36 or above gets to keep all the cards in a separate pile. Play continues till one player runs out of cards. The winner is the player with maximum cards in the separate pile at the end of the game. (Can be played backwards for subtraction, start at 36 and subtract until you get 0).

Pyramid- Start off by making the pyramid shown. Aces are 1 and tens are 10. Place remaining cards in a deck, face down, off to the side. The goal is to remove cards in the pyramid by "making ten" with **two cards**. (Or removing a ten card, as it is already equal to ten). However, **you can only remove cards that are completely uncovered**. Therefore, at the start of the game, you can only use the bottom row of the pyramid to make ten.So for example, in the game shown above, I was able to remove a nine and an ace to make ten. If there are no cards left to make a 10, the game is not over! Remember the deck of cards off to the side? These can be drawn from to try and find a needed card. So when there is no other option in your pyramid, **draw a card from the deck**. The game is over when you can no longer remove cards from your pyramid. To Win the Game: Once you are stuck and can no longer remove any more cards, add all the remaining cards to determine your score. The person with the smallest number wins!